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Department of Computer Science & Engineering (Data Science)

Experiment No. 1
Installation of Unity and Visual Studio, setting up Unity for VR development, understanding documentation of the same
Date of Performance:
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Aim: Installation of Unity and Visual Studio, setting up Unity for VR development, understanding documentation of the same

Theory:

The detailed information of aim is as listed below:

(a) Installation of Unity and Visual Studio

To install Unity and Visual Studio for game development, you can follow these steps:

1. Download Unity: Visit the official Unity website at <https://unity.com/>. Click on the "Get Started" button. And proceed further.
2. Install Unity via Unity Hub: Open the Unity Hub after installation. Click on the "Installs" tab on the left. Click "Add" to select the Unity version you want to install.
3. Download Visual Studio: Download VS from google.
4. Install Visual Studio: Install VS from google.
5. Configure Unity to Use Visual Studio: After you've installed Unity and Visual Studio, open Unity. Go to "Edit" > "Preferences" (or "Unity" > "Preferences" on Mac).
6. Creating a Unity Project: In Unity Hub, click the "Projects" tab. Click "New" to create a new Unity project.

Choose your Unity + download

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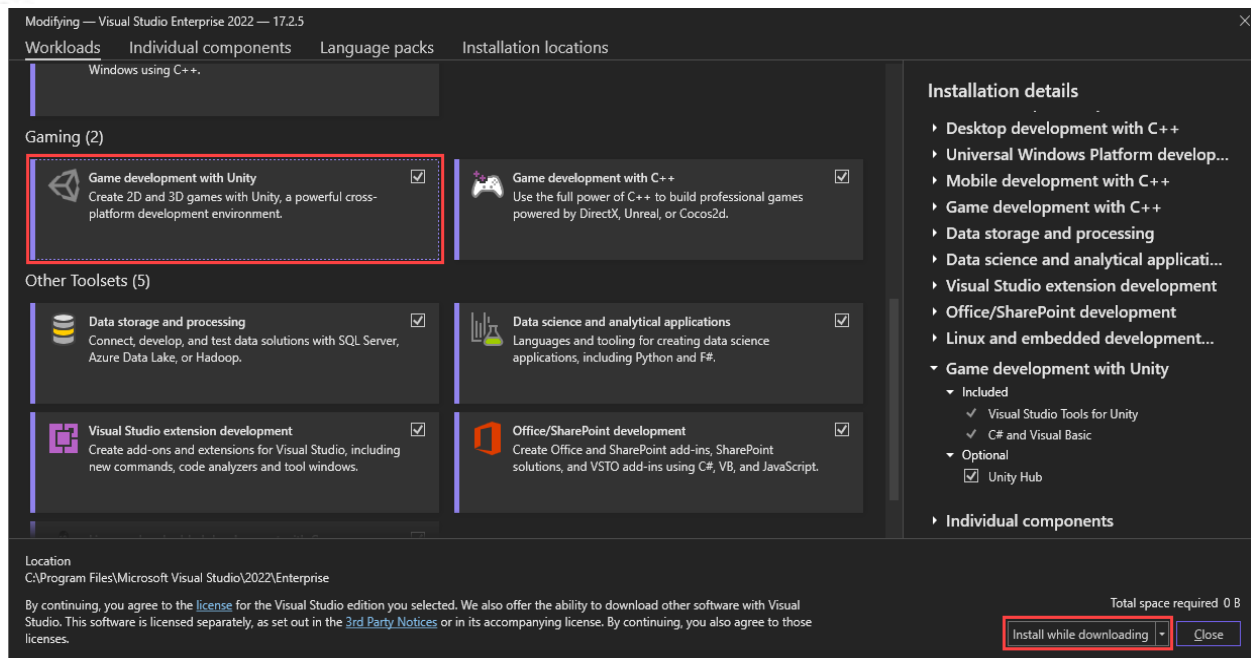
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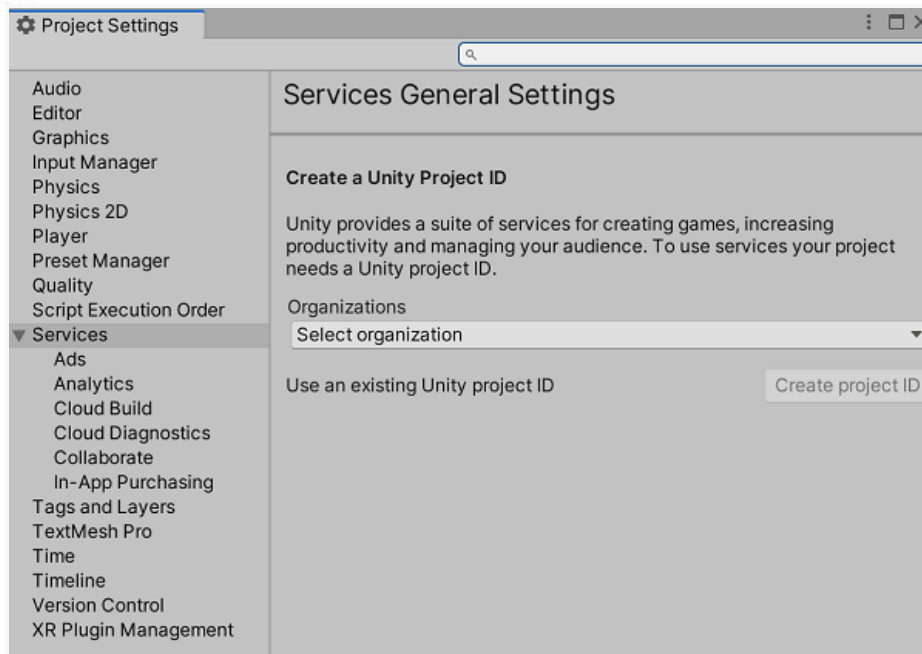
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(a) Setting up Unity for VR development

Setting up Unity for Virtual Reality (VR) development involves a few additional steps to enable VR support in your projects. Here's a step-by-step guide to setting up Unity for VR development:

1. Install unity and Install Required VR SDKs: Depending on the VR platform you want to develop for (e.g., Oculus Rift, HTC Vive, Windows Mixed Reality, or others), you'll need to install the respective SDKs and plugins.
2. Create a New Unity Project: Open Unity Hub and create a new Unity project or use an existing one.
3. Set Up VR Platforms: In Unity, go to "Edit" > "Project Settings" and navigate to the "Player" settings for your target platform (e.g., PC, Android, etc.).
4. Create, Develop and test VR: To test your VR application, you can use Unity's Play mode with a VR headset connected, or build and deploy the application to your target platform.
5. Build and Deploy : Once your VR project is ready, build it for your target VR platform. This may involve creating an executable file or deploying to a VR store like Oculus Store or SteamVR.



(b) Understanding Documentation

Understanding Unity documentation is crucial for game developers, as it provides valuable information, guidance, and reference materials for creating games and applications using the Unity game engine. Here are some tips on how to effectively navigate and utilize Unity's documentation:

1. **Official Unity Website:** Start by visiting the official Unity website (<https://docs.unity.com/>) or the Unity Learn platform (<https://learn.unity.com/>). These are the primary sources for Unity documentation and learning resources.
2. **Documentation Structure:** Unity's documentation is organized into different sections and categories. Key sections include "Manual," "Scripting API," "Unity User Manual," "Tutorials," "Scripting Reference," and more.
3. **Manual:** The "Manual" section provides detailed documentation on various aspects of Unity, from getting started to advanced topics.
4. **Examples & Code Snippets:** Unity's documentation often includes code snippets and examples that illustrate how to use specific features or solve common problems.

Conclusion:-

Unity installation is proficiently useable, in conjunction with a deep grasp of its documentation, are vital for game developers, both newcomers and veterans. The installation process equips developers with a robust environment for crafting captivating games and applications, with Unity's flexibility accommodating a range of skill levels through its free and paid versions.